

Plumbers' Nightmare User Manual

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Intended Users

This game is intended for off duty plumbers and people of all ages who love to solve puzzles and fix broken pipes.

Introduction

Welcome to Plumbers' Nightmare! Can you create a path for the moving water before the screen floods? Some pipes will be scattered on the screen, and the object is to provide an unobstructed path for the flow of water by clicking and rotating the pipes. You will win if the water reaches its destination through the pipe system you have made.

Getting Started

1. *Open Plumbers' Nightmare.*
2. *Select level of difficulty (easy, medium, hard) by clicking on the respective box.*
3. *You will see a puzzle of the level of difficulty you selected, and you may begin playing the game (the timer begins immediately).*

How to Play

The game begins with a large grid containing a set of pipes that are scattered throughout the board. The starting pipe is located at the top of the board, and this is where the water will begin flowing. There is also an ending pipe at the bottom of the board that needs to be connected to the starting pipe. Your object is to make this connection by rotating the pipes on the board and linking them together. The pipes are rotated by clicking on them, and they are rotated 90 degrees with each click. The water begins after 10 seconds, so click fast! If a pipe is in an incorrect position when the water reaches it, your game will be over. You must restart the game to play again.

Keeping Score

At the beginning of the game you will start with 100 points, and you will lose points each time you click and rotate a pipe. Try to rotate the pipes as few times as possible in order to achieve a high score! Once the water begins flowing, you will earn points for every section of pipe that the water flows through.

More Game Details

Though you are now ready to play Plumbers' Nightmare, this section includes a few more details about the game.

Pipes segments:

The following are the different pipes that may appear on the board:



Straight



T-shaped



Corner



Cross

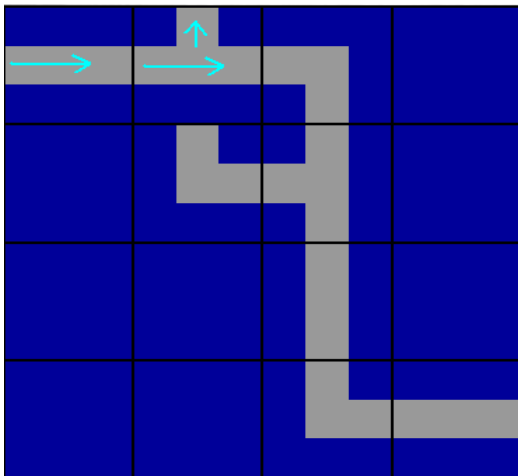
Pipe rotation:

Clicking on a pipe makes it rotate, and all pipes will rotate clockwise 90 degrees with each click.

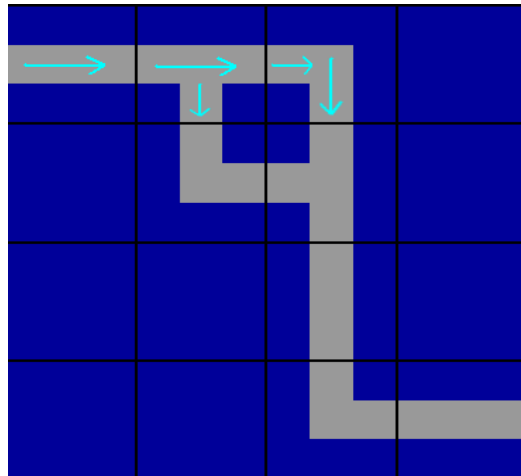
Water flow:

The general rule is that the water will always flow in a straight line, unless there is a corner pipe, in which case the water must turn with the corner. For example, if the water enters the top of a cross-shaped pipe, it will exit the bottom part of the pipe. The water will not turn on its own within the cross-shaped pipe and exit through the left or right branch of the pipe. The T-shaped pipe is slightly different in that the water *will* flow out both open ends. Consider the following illustrations for sample water flow paths, as well as example solutions for changing the direction of the water:

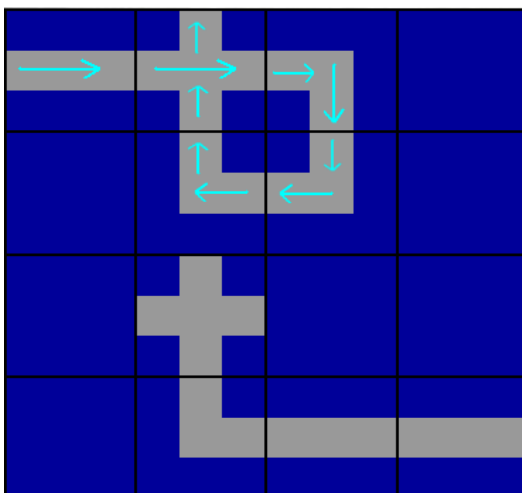
Example:



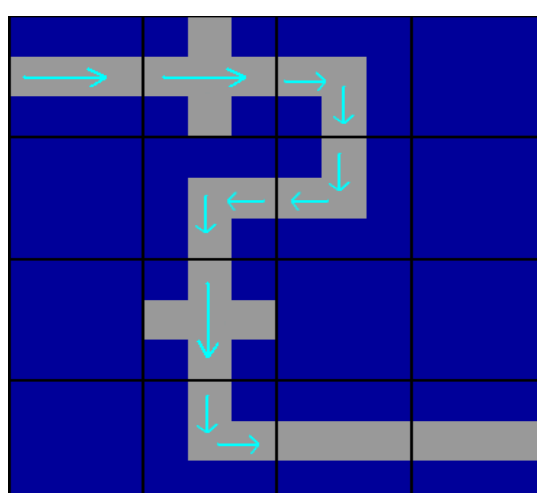
Solution:



Example:



Solution:



Screenshot Diagrams

This is the opening screen where you will select the level of difficulty:



Here is a sample puzzle:

